



Issaquah Parks & Recreation

Spring Soccer Rules

Grades Kindergarten-5th

1. Coaches

- 1.1. Coaches will receive written responsibilities, guidelines, and rules which they are required to read and follow.
- 1.2. Coaches must pass a background check prior to coaching any activity.

2. Referees

- 2.1. Kindergarten, 1st and 2nd grades games will not have an assigned referee. Coaches are expected to have a suitable parent/volunteer to help run these games. A time keeper should also be appointed.
- 2.2. Referees for grades 3rd -5th are supplied by Issaquah Soccer Club. In the event that the referee does not arrive at the game, both teams should agree on a suitable replacement referee. Each team may choose to ref one half of the game.
- 2.3. Please report no show refs to the League Coordinator.

3. Weather

- 3.1. Games are played rain or shine, unless referee deems the field unsafe. If a referee is not present, the two coaches will make a joint decision based on the safety of their players.
- 3.2. All practice and/or game activities must be ended and the field cleared of all players and spectators, when lightning and/or thunder is in the area. For more information on lightning safety, please visit <http://www.nws.noaa.gov/om/lightning/sports.shtml>
- 3.3. Fields may be closed due to heavy rain and/or deteriorating field conditions. The league coordinator will communicate with coaches if this is necessary.

4. Team Formation

- 4.1. Teams will be formed by grade, school and the previous spring season rosters by the staff of the Issaquah Parks & Recreation Department. It will be necessary at times to combine schools, but all attempts will be made to keep players grouped geographically. Any coach knowingly playing a non-rostered player will be in violation of the Coaches Code of Conduct.
- 4.2. Buddy rule – each player may request placement with one other player. Both players must request each other to be considered. Requests are not guaranteed but are honored when possible. Coach requests are not accepted.
- 4.3. Any roster changes must be completed by the league coordinator.

5. Conduct

- 5.1. Players, coaches and spectators must stay one (1) yard off the touch (side) line, and stay further than 12 yards (for 1st – 4th grade), or 18 yards (for 5th grade) from each goal (end) line.

- 5.2. For 3rd-5th grade, coaches and/or spectators may not enter the field of play during the match without the referee's permission. It is possible for a coach to be carded if this situation persists. For K-2nd grade, coaches are permitted on the field of play.
- 5.3. All coaches, players and parents will act in accordance with the Lystedt Law, HB 1824. <http://www.cdc.gov/headsup/youthsports/index.html>
- 5.4. Coaches are required to inform all players on their team of the Code of Conduct and must act in accordance with this code.
- 5.5. There will be no challenging or disrespectful comments or actions directed toward any referee, player, or adult, allowed before, during, or after a game.
- 5.6. Referees will hand out red and yellow cards to players and coaches who break the coach/player code of conduct, or in any way engage in unsafe activities. If a coach receives his/her first yellow card, a representative of the Issaquah Parks & Recreation Department will call and discuss the situation with the coach. On the coaches second yellow card (over the length of a season), he/she will be required to appear before a hearing board before coaching any subsequent practice or game . A single red card would require an appearance before the board. If the coach receives a third yellow (over the length of a season) or any card after receiving a red card, he/she will be up for suspension.

General Rules and Game Play

Grade	Roster size	Field players including goalie	Ball size	Field size	Game length
Kindergarten	6	3 (no goalie)	#3	20 x 30 yds	4, 10 min Qtrs
1 st	8	4	#3	25 x 40 yds	4, 12 min Qtrs
2 nd	10	5	#3	25 x 40 yds	4, 12 min Qtrs
3 rd	10	5	#4	25 x 40 yds	4, 12 min Qtrs
4 th	12	6	#4	35 x 55 yds	2, 25 min Halves
5 th	14	9	#4	50 x 80 yds	2, 30 min Halves

6. Score

- 6.1. No scores or season records will be kept
- 6.2. There will be no overtime periods. Tie games will end in a tie.

7. Playing Time

- 7.1. Each player is required to play at least half of the game. Substitutions will be allowed during stopped play with referee's permission. Please have substitutes enter at mid line.

8. Goalkeeper

- 8.1. Kindergarten: Goalkeepers will not be used. Players cannot wait in their opponent's goal for the ball. All players must run with the ball. No one is to be inside the goal box if the ball is on the other side of the field. Once the ball crosses over the mid-line, a defender may run back to protect the goal.
- 8.2. Grades 1-5: Goalkeepers will be used. No player is allowed to make physical contact with the goalie. Once the goalie has possession of the ball, the other team must not attempt to knock it out of the goalies hands. Possession of the ball includes: holding the ball on the ground with one or both hands.

- 8.3. For grades 1st-3rd goalies are permitted to handle the ball within 6 yards of their goal line. Punting of the ball will not be allowed by goalies in this age range.

9. Players Equipment

- 9.1. All teams are required to wear the uniform provided by Issaquah Parks and Recreation for scheduled games. Goalkeepers shall wear a jersey distinctively different from either team playing in that game. Shin guards, and non-metal cleated soccer shoes are required equipment.
- 9.2. Players must remove all jewelry including earrings (taping earrings is not an acceptable solution) and watches. Medical Alert bracelets must be taped to the wrist. Players wearing hard casts or splints are not permitted to participate.

10. Starts and Re-starts

- 10.1. A coin flip or Rock, Paper, Scissors will determine who will get the possession of the ball first. Coaches will choose one member of their team to partake in this. Once that has been established, opponents must be 5 yards away from the ball while the kickoff is in progress. Kickoff will take place in the center of the field. The ball must be passed forward into the opponents half of the field to a teammate. Please teach them to pass to a teammate rather than kick it at the other team. At half-time, the possession of the ball will switch.

11. Ball Out of Play

- 11.1. The ball is in play until it entirely crosses the boundary line or goal line or until the referee (or volunteer) stops the play by blowing the whistle.

12. Scoring

- 12.1. A goal is scored when the whole ball passes over the goal line, either on the ground or in the air.

13. Offsides

- 13.1. Grades 1-3: No offsides. However, the intent of the rule will be followed. Positioning a player in front of the opponent's goal is contradicting what we are trying to teach the kids. The referee or volunteer will take appropriate action if he feels this idea is being taken advantage of.
- 13.2. Grades 4-5: Offsides rule will be used per FIFA soccer rules

14. Fouls and Misconduct

- 14.1. Fouls such as a handball, a trip, or a push will occasionally occur, most of the time unintentionally. If an obvious foul takes place (at the discretion of the referee), then an indirect kick will be awarded to the non-offending team. Opponents must be 5 yards from the ball.
- 14.2. Slide tackling is not allowed in grades K through 5.

15. Free Kicks

- 15.1. All free kicks should be classified as indirect. Indirect kicks are taken where the penalty occurs and must be touched by another player to score

16. Penalty Kicks

- 16.1. No penalty kicks are to be taken during these games.

17. Corner Kicks

- 17.1. A corner kick restarts the game after the ball entirely crosses the end line (outside the goal posts) having last been touched by a defensive player. Corner kicks may be taken from any point by the corner cone. Opponents must be five yards from the ball.

18. Goal Kick

- 18.1. Goal kicks are taken after a player from the opposing team sends a ball over the defending team's end-line. The opposing team must stand behind the midfield line while the kick is taken. The other players position themselves between the ball and the opponents so they can be first to the ball.

19. Throw-In

- 19.1. Throw-In restarts the game after the ball entirely crosses the touchline. The proper procedure of throw ins are as followed
- 19.1.1.1. Player must face the field of play
 - 19.1.1.2. Part of each foot on or behind the touchline
 - 19.1.1.3. Use both hands
 - 19.1.1.4. Delivers the ball from behind and over his/her head

20. Heading

- 20.1. Heading in the K-5th grade program are prohibited. Players shall not engage in heading in games or practice. Any deliberate heading by a player will result in an indirect free kick for the opposing team from the spot of foul.